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VILLAGE BACKDROP:
WHITE MOON COVE



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VILLAGE BACKDROP: WHITE MOON COVE

White Moon Cove is a respectable fishing village set in a sheltered cove which acts as an excellent, natural harbour. The inhabitants of this tightly-knit community are sober, hardworking and amiable fishermen, traders and other sturdy folk making their living from the sea. Despite being a fairly peaceful and law-abiding place, White Moon Cove still hold many opportunities for adventure, from rumours of secret smuggler activity to an ancient and possibly haunted lighthouse. Yet, perhaps the most famous reason for White Moon Cove's notoriety is the mysterious underwater edifice known as the Sunken Pyramid which lies hidden far beneath the waves a few miles out to sea.

Village Backdrop: White Moon Cove is designed for use with the 5th edition of the world's most popular roleplaying game.

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WHITE MOON COVE AT A GLANCE

White Moon Cove is a small, respectable fishing village located in a sheltered cove which acts as an excellent, natural harbour. The inhabitants of this tightly-knit community are relatively sober, hardworking and amiable fishermen, traders and other sturdy folk who make their living primarily from the sea. While fishing is the main industry, a few small farms dot the neighbouring countryside.

During the day, fishing and other activities connected to the sea's many bounties occupy the villagers' time. White Moon Cove is a busy hub for trade. Because of this, the people of White Moon Cove live relatively well, despite their simple and generally rugged way of life. After a long work day, most people retire to their homes. Before heading home, many stop by the Sleeping Triton, for fellowship, laughter and a hearty meal.

The dock area is small and well ordered, with a single, long pier which extends out into the water. A hodgepodge of rowboats and various other small vessels are typically tied to the pier, along with the occasional larger ocean-going vessel. Businesses and shops cluster around White Moon's marketplace. The village holds a weekly market which attracts folk from other nearby smaller settlements.

DEMOGRAPHICS

Ruler Barro Godwyn

Government Council

Population 328 (including surrounding area; 287 humans, 26 halfings, 6 gnomes, 4 elves, 2 dwarves, 2 half-orcs, 1 half-elf)

Alignments NG

Languages Common

Resources & Industry Fishing

NOTABLE FOLK

Most of the population are nothing more than hardworking peasants. A few, however, are of interest to adventurers:

Barro Godwyn (location 5; NG male human **commoner**) Head of the village council, Barro is a stern fellow.

Corwyn Redcrow (location 3; N male human **mage**) This reclusive wizard is often found at the Sleeping Triton.

Dorna (location 6; N female half orc **spy**) Operates White Moon Cove's fishmonger shop (and brothel).

THE SUNKEN PYRAMID

Only a few miles out to sea, this mysterious underwater edifice lies hidden beneath the waves. The handful of sages and scholars with any knowledge of this massive stone structure debate whether it is a natural rock formation, a natural site intentionally modified or something built long ago by human, or most likely inhuman, hands.

Edric (location 1; N male human bard 2/rogue 2) This charming, charismatic man owns Seafoam Trade Goods.

Galen Nrek (location 5; LN male human **knight**) White Moon Cove's gruff, but capable, constable.

Kandra (location 4; NG female human **priest**) This quiet and kind priestess officiating at the White Chapel.

Old Grif Serann (location 3; LG male human ex-paladin 4) The one-armed, sahuagin-hating village drunkard.

Orin Gwyn (location 2; LG male human **guard**) This bald, brawny man operates Gwyn's Smithy.

Perrin (location 3; CG female **commoner**) Perrin is the proprietor of the Sleeping Triton.

NOTABLE LOCATIONS

Most of the village comprises peasant homes. A few locations, however, are of interest to adventurers:

1. **Seafoam Trade Goods:** Edric's Trading Shop is almost always busy with sailors, merchants and local residents alike.
2. **Gwyn's Smithy:** This large building is owned and operated by Orin Gwyn. Items available include sword blades, farming implements, eating utensils and ship's tools.
3. **Sleeping Triton:** The Sleeping Triton comprises a spacious tavern with two dozen cosy rooms. It is easily one of the most popular places in White Moon Cove.
4. **White Chapel:** White Moon Cove's temple is one of the village's most impressive buildings. Recently constructed, the temple's high-domed roof gleams in the sunlight.
5. **Village Hall:** This building comprises a large central meeting room and a number of smaller chambers and offices. It is well-guarded during the day and securely locked at night.
6. **Dorna's Fishmonger's Shop:** This large building, located near both the marketplace and the docks, is a popular destination of sailors and fisherman alike.
7. **The Cyclops:** This old stone lighthouse sits at the mouth of the cove. It is by far the oldest structure in the village.
8. **Marketplace:** Numerous stalls and animal pens fill the area in a semi-organized jumble. A large weekly market day draws people from all over the local area.

MARKESSA & MERMAID'S MISTRESS

A small, sleek merchant ship, *The Mermaid's Mistress*, puts into port about once a week. Its captain, Markessa (NG female human **bandit captain**), is a beautiful woman with long, flowing red hair and a fiery temper. Her highly skilled, rowdy crew is fiercely loyal to their captain and her first mate, swashbuckling Allyseth (NG female human **spy**). Markessa has sailed the surrounding waters for many years and knows a great deal about the region.

VILLAGE LORE

A PC may know something about White Moon Cove, its history and surrounds. A PC making a DC 10 Intelligence check knows one or more pieces of information from the list below. A successful check gains all information revealed by a lesser check.

DC 10: White Moon Cove is a large, prosperous and fairly law-abiding fishing village.

DC 15: The village drunkard, an elderly ex-paladin, is said to be quite knowledgeable about sahuagin.

DC 20: The only fishmonger shop in the village is a front of sorts for a brothel (and possibly more sinister practises).

VILLAGERS

Appearance The residents of White Moon Cove tend to have tanned, weather beaten skin.

Dress The villagers typically dress in comfortable, layered clothing—fewer layers for the warm work days; more layers in the evening to ward off the cool, salt air breeze.

Nomenclature *male:* Atheric, Bosa, Eohric, Liofa, Ulf; *female:* Aebbe, Bebbe, Inga, Saeith; *family:* Alston, Elvey, Isgar, Sirett.

WHISPERS & RUMOURS

While in White Moon Cove, a PC may hear one or more rumours. A PC making a DC 10 Charisma check learns one rumour from the table below. A PC exceeding this check learns an additional rumour for each 5 points by which he exceeded DC 10.

D4 RUMOUR

1	A member of the village council is secretly involved with one of “Dorna’s Girls” and has gotten her pregnant. He is very keen to keep this from his wife and four children.
2	Something, or someone, ancient and terrible lurks deep beneath the Sunken Pyramid
3	The increased sahuagin activity in the waters around the Sunken Pyramid is connected to recent disappearances plaguing nearby villages.
4	In addition to being a front for her brothel business, there’s something more sinister going on at Dorna’s Fishmonger Shop.



NOTABLE LOCATIONS

1: SEAFOAM TRADE GOODS

Located by the docks near the marketplace, Edric's Trading Shop is almost always busy. Here sailors and merchants come to sell or trade goods brought in from other coastal settlements. If one is looking for something out of the ordinary, Edric's shop has the highest likelihood of having it (or being able to get it).

Edric (N male human bard 2/rogue 2) is a friendly, easy-going young man. He spent many years travelling as a minstrel with a large merchant caravan before eventually settling in White Moon Cove. He is charming, good looking and rarely lacks for female companionship.

In fact, one of the few women to routinely rebuff his amorous advances is Markessa, the beautiful captain of the *Mermaid's Mistress*. Although not a resident of White Moon Cove, Markessa arrives at the village every week with a ship's hold full of goods to sell or trade at Edric's shop. Despite Edric's most honeyed words, Markessa simply shakes her head, chuckles and tells the bard "Sorry, not interested—you're just not my type." Of course, this only makes Edric desire the fiery Markessa more, and so the delicate dance continues.

Edric is rumoured to have something of a shady past—there are a few who even whisper he spent time in the dungeons of some distant city years ago. Edric always deftly laughs these rumours off with a quick smile and a few charming words. Truth be told, Edric has worked extremely hard to gain the trust of White Moon Cove's residents and is very fond of his life here.

2: GWYN'S SMITHY

This large building is owned by Orin Gwyn (LG male human **guard**). The main work area is dirty but reasonably well organized—everything from sword blades to farm tools and eating utensils to ship building implements can be found here, hanging from hooks or sitting on the numerous shelves that line the walls.

Orin is a skilled smith and metal worker, capable of creating and repairing everything from eating utensils to armour to anchors and other metal objects for ships. He is a short, burly man with immense forearms, a bulbous nose and a balding head. When not working long hours in his smithy, he can usually be found at the *Sleeping Triton* having a few pints of ale—or, as is more often the case, many pints of ale.

Along with the different mundane items he is working on at any given moment, Orin also steals a few moments here and there to work on a beautiful bastard sword and shield of exquisite craftsmanship and quality. When asked who he is crafting these items for, Orin only grins and mutters "that ain't any o' your business."

3: SLEEPING TRITON

The Sleeping Triton is easily one of the most popular places in all of White Moon Cove. Almost everyone in the village can be found here at some point during the day. The tavern is only a short walk from the marketplace. It has been expanded and added onto many times over the years and is now one of the largest buildings in the village.

A clean, spacious tavern room with well-worn tables and comfortable chairs takes up much of the main building. One wing of the building serves as a wayfarer's inn with more than two dozen cosy rooms.

The smaller wing is the private residence of Perrin (CG female halfling **commoner**). A plump, jovial middle-aged woman with an infectious smile, Perrin is easily one of the most beloved people in all of White Moon Cove. She is also something of a gossip—very little happens in or around the village occurs without Perrin hearing about it. The kindly halfling has been the landlady of the *Sleeping Triton* for many decades and takes great pride in the food offering. In fact, Perrin is renowned for her wonderful cooking and still makes much of the food herself. Her fish stews and spiced crabs are particularly delicious. The Sleeping Triton charges common prices for board and lodgings, but the food is of good quality due to Perrin's skill and love of cooking.

4: THE WHITE CHAPEL

White Moon Cove's temple is one of the village's most impressive buildings. Only recently constructed, the temple's high-domed roof gleams in the sunlight. No single deity is favoured here. Instead, all non-evil gods are honoured equally and the temple's doors are open to all wishing to worship within. A shoulder-high stone wall encloses the temple, along with a tranquil courtyard and smaller building where Kandra (NG female human **priest**) lives.

CORWYN REDCROW

Corwyn (N male human **mage**) is a quiet, reserved man of indeterminate age. He can occasionally be found drinking herbal tea alone at the Sleeping Triton. Although Corwyn was born and raised in White Moon Cove, he left when he was a young man to find fortune and adventure. He returned recently, after many years, saying only that a life of adventure no longer suited him. If pressed for details, Corwyn becomes sullen and refuses to elaborate. He spends much of his time carving small seagulls from driftwood or scribing magical scrolls which he then sells or trades. Corwyn is very reclusive and extremely reluctant to get involved in any situation involving even the slightest hint of danger.

Kandra is a quiet, kind and extremely beautiful young woman. Trained as a cleric in a large city hundreds of miles inland she was sent to White Moon Cove to administer to the people's religious needs. At first, Kandra resented leaving the city and its more sophisticated, cosmopolitan lifestyle. Over time, however, she has come to love White Moon Cove and its people. Ironically, the one thing Kandra has not been able to embrace is the sea itself—she cannot swim and is terrified of the water.

5: VILLAGE HALL

White Moon Cove's village hall comprises a large open meeting room and several smaller chambers and offices dedicated to the running of the village. It is well-guarded during the day and securely locked at night.

Barro Godwyn (NG male human **commoner**) is the council's leader and has served as such for nine years. He is a skilled negotiator and a stern, no-nonsense decision maker. Friendly and out-going, Barro holds the deep and abiding respect of almost everyone living in or near White Moon Cove.

Galen Nrek (LN male human **knight**) is the village constable. He is a large, intimidating man with a gruff, abrupt personality.

OLD GRIF SERANN

Grif (LG male human ex-paladin 4) is an old one-armed man who has lived in White Moon Cove longer than most people can remember. He is well-liked by everyone, although most folks also pity him.

He can usually be found sitting alone near the water, staring out at the waves or in the *Sleeping Triton*, downing large amounts of ale and regaling fellow drinkers with tales from his long and exciting adventuring days. Grif greatly exaggerates (or in most cases entirely fabricates) these tales of his derring-do, however. The sad truth is that long ago, Grif was a member of an adventuring group intent on clearing out a nest of sahuagin. Soon after entering their lair, they were ambushed and most of the party was slaughtered. A massive shark ripped off Grif's arm and left him for dead. This horrific encounter, the sudden and violent death of his friends and the loss of his arm deeply affected the young paladin. His courage and faith profoundly shaken, Grif began to spend more time in taverns and less time in temples. Although he spent many years learning everything he could about the sahuagin in hopes of someday exacting his revenge on the cruel creatures, he never went on another adventure and eventually became a sad, drunken shell of the man he might have been. Grif prefers not to speak of those terrible, long-ago events. He still hates sahuagin, however, and could be of immense value to anyone seeking information about the shark men.

He is honest to a fault and takes his responsibilities as constable very seriously. Galen is a capable warrior, particularly when wielding any type of spear or pole arm. Gossip says he has taken a fancy to Kandra (location 4). Although Galen only glowers when he hears such talk, he does seem to spend a large amount of time with Kandra, even though few would consider him to be a particularly religious man.

6: DORNA'S FISHMONGER'S SHOP

This large building, located near both the marketplace and the docks, is a popular destination for sailors and fisherman alike. Dorna (N female half-orc **spy**), the rotund half-orc proprietor, runs her busy shop with confidence and a strong helping of boisterous bravado.

To those in the know, the shop is also an unofficial brothel of sorts. Various women, known sometimes as "Dorna's girls," circulate among the sailors and fisherman in the main room, serving up flirtatious smiles and complimentary ale. For the right amount of coin pressed into Dorna's grimy palms, the girls take the willing into one of the many back rooms for additional "services." Curiously, both the council and the watch appear to turn a blind eye to such activities.

Boisterous, off-colour jokes and bawdy stories are rarely in short supply here. Although Dorna closes up shop each day shortly after sun-down, people can still occasionally be spotted stealthily entering or leaving the shop late into the night.

7: THE CYCLOPS

Known to locals as "The Cyclops," this old stone lighthouse sits at the mouth of the cove. The lighthouse is by far the oldest structure in the village—in fact, it is believed to have been built centuries before White Moon Cove even existed. Many say the stone tower was originally constructed for a wizard who used the structure as a laboratory and base of operations.

Winfrid (LN male human **commoner**), the lighthouse keeper, lives in the cottage attached to the lighthouse. Lately he has been telling folks of strange moans and other unnatural sounds coming from somewhere below the old stone tower. To the best of anyone's knowledge, Winfrid included, the lighthouse has no basement or underground rooms—a fact which has led more than a few villagers to wonder if the Cyclops might be haunted.

8: MARKETPLACE

This large area of packed dirt and sand lies at the heart of White Moon Cove. Numerous stalls and animal pens litter the area in a semi-organized jumble. A small but ever-changing array of goods and bounty from land and sea are sold here daily. Once a week, the market swells to almost three times its normal size and becomes packed with people from all over the surrounds.

LIFE IN WHITE MOON COVE

The village is a peaceful and law abiding place, despite its somewhat isolated location. If anything, this isolation has made its citizens self-reliant and fiercely loyal to one another.

TRADE & INDUSTRY

Fishing is the most important industry in White Moon Cove. Virtually everyone earns their livelihood in one way or another from the sea. The village boasts a large weekly market which attracts numerous people from the surrounding area.

LAW & ORDER

The village has adequate facilities for justice and law-enforcement—debtors and disruptors of the peace are dealt with particularly harshly. Galen Nrek, the village constable, is a capable warrior who leads a well-organized watch.

The council is responsible for the creation and implementation of laws in White Moon Cove, a duty which Barro Godwyn, as village council's leader, takes very seriously.

Bells located in the village hall's tall bell tower are used to signal important events throughout the day. In times of crisis, they can also be used to sound an alarm.

EVENTS

While the PCs are in the village, one or more of the below events may occur. Choose or determine randomly:

D4	EVENT
1	Galen Nrek, the large and intimidating village constable, tosses old Grif out of the Sleeping Triton after the drunkard makes a scene. Patrons inside the tavern say Old Grif became highly agitated when someone insinuated his flamboyant story of a past adventure sounded like pure hogwash.
2	A ruckus is caused when someone (perhaps even one of the PCs) is accused of stealing from a vendor during the busy, weekly market.
3	A sudden and nasty brawl between sailors and fishermen at Dorna's Fishmonger Shop threatens to get out of hand. Dorna herself erupts from a back room and breaks up the fight with her bare hands. One of the fishermen is badly hurt in the commotion. Thankfully Kandra quickly arrives to administer healing.
4	A group of villagers are gathered together, speaking in loud, animated voices. One of those gathered just received a letter from a friend in a nearby village saying the village was raided in the middle of the night by a band of sahuagin. Three people were killed in the attack and at least seven were dragged, still alive, into the sea!



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